

CS422 - Programming Language Design

K: A Rewrite Logic Framework for Programming Language Design

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What is K

K is an algebraic framework for defining programming languages or type systems for them. It consists of

- The *K-technique*, which is based on rewriting *modulo* associativity, commutativity and identity, and uses a first-order representation of *continuations*;
- The *K-notation*, which consists of a series of conventions that make the language definitions intuitive, easy to understand, to read and to teach, compact, modular and scalable.

The K framework is introduced by defining λ_K , a simple higher-order programming language. From here on in the class we'll use K to define languages or language features.

Why K

As seen in previous lectures, the *SOS definitional styles were problematic* when we wanted to define more complex features of languages, such as a halt statement, regardless of whether they are used on paper or formalized and automated using rewriting.

We have also seen that the rewrite-logic-based *functional style had the same limitations as big-step SOS*.

The *continuation style appears to be more appropriate* to define complex languages, because one has the control context of the program to evaluate explicit in the state, so one could easily define statements that change that control.

However, *the continuation style looked rather heavy* and hard to read and understand, at least in its Maude representation.

K builds upon the continuation style, providing a highly optimized notation and several intuitive conventions.

K can be mechanically translated into rewriting logic, so our K-language definitions can be executed in Maude after translation.



We exemplify the K framework by defining a simple functional language; yet, this language would be difficult to define if one does not use a good definitional formalism. Basic principles of functional programming were explained in the previous lecture notes.

Syntax of λ_K

$Var ::=$ identifier

$Bool ::=$ assumed defined, together with $\text{not}_{Bool} -: Bool \rightarrow Bool$, etc.

$Int ::=$ assumed, together with basic operations such as

$- +_{Int} -: Int \times Int \rightarrow Int$, $- <_{Int} - : Int \times Int \rightarrow Bool$, etc.

$Exp ::=$ $Var \mid Bool \mid Int \mid \text{not } Exp \mid Exp + Exp \mid Exp < Exp \mid \dots$
 $\mid \lambda VarList^{[,]} . Exp \mid Exp \ ExpList^{[,]}$
 $\mid \text{if } Exp \text{ then } Exp \text{ else } Exp$
 $\mid \text{ref } Exp \mid * Exp \mid Exp := Exp$
 $\mid \text{halt } Exp$

Other common functional language constructs can be easily defined using the constructs above, as *syntactic sugar*:

- $\text{let } X = E \text{ in } E'$ is $(\lambda X.E')E$,
- $\text{let } F(X) = E \text{ in } E'$ is $(\lambda F.E')(\lambda X.E)$,
- $\text{let } F(X, Y) = E \text{ in } E'$ is $(\lambda F.E')(\lambda X, Y.E)$, etc., and
- $E; E'$ is $(\lambda D.E')E$, where D is a fresh “dummy” variable.

With these, if n is for example 3, then

let $r = \text{ref } n$

in let $g(m, h) =$ if $m > 1$ then $(r := (*r) * m; h(m - 1, h))$ else halt $(*r)$

in $g(n - 1, g)$

translates into

$(\lambda r .$

$(\lambda g . g(3 - 1, g))$

$(\lambda m, h . \text{if } m > 1$

then $(\lambda d . h(m - 1, h) (r := (*r) * m))$

else halt $(*r)$

)

) (ref 3)

Definition of λ_K in K

The complete K definition of λ_K is shown in Figure 1 in the [K-report](#) (a link to it is provided). We discussed this definition and K in class; a more detailed discussion can be found in the report.

Exercise 1 *Read the first 22 pages (the introduction) of the K-report.*